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Ada Compiler Validation Summary Report:

Compiler Name: SUN Ada960MC Compiler V2.0

Certificate Number: #890621I1.10151

Host: Sun 3/50 under SunOS 3.5

Target: Intel 80960MC on Intel EXV960MC board (bare machine)

Testing completed 21 June 1989 using ACVC 1.10.

This report has been reviewed and is approved.



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Ada COMPILER  
VALIDATION SUMMARY REPORT:  
Certificate Number: #890621I1.10151  
TARTAN LABORATORIES INCORPORATED  
SUN Ada960MC Compiler V2.0  
Sun 3/50 to Intel 80960MC

Completion of On-Site Testing:  
21 June 1989

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## CHAPTER 1

## INTRODUCTION

This Validation Summary Report (VSR) describes the extent to which a specific Ada compiler conforms to the Ada Standard, ANSI/MIL-STD-1815A. This report explains all technical terms used within it and thoroughly reports the results of testing this compiler using the Ada Compiler Validation Capability (ACVC). An Ada compiler must be implemented according to the Ada Standard, and any implementation-dependent features must conform to the requirements of the Ada Standard. The Ada Standard must be implemented in its entirety, and nothing can be implemented that is not in the Standard.

Even though all validated Ada compilers conform to the Ada Standard, it must be understood that some differences do exist between implementations. The Ada Standard permits some implementation dependencies--for example, the maximum length of identifiers or the maximum values of integer types. Other differences between compilers result from the characteristics of particular operating systems, hardware, or implementation strategies. All the dependencies observed during the process of testing this compiler are given in this report.

The information in this report is derived from the test results produced during validation testing. The validation process includes submitting a suite of standardized tests, the ACVC, as inputs to an Ada compiler and evaluating the results. The purpose of validating is to ensure conformity of the compiler to the Ada Standard by testing that the compiler properly implements legal language constructs and that it identifies and rejects illegal language constructs. The testing also identifies behavior that is implementation dependent, but is permitted by the Ada Standard. Six classes of tests are used. These tests are designed to perform checks at compile time, at link time, and during execution.

## 1.1 PURPOSE OF THIS VALIDATION SUMMARY REPORT

This VSR documents the results of the validation testing performed on an Ada compiler. Testing was carried out for the following purposes:

## INTRODUCTION

- . To attempt to identify any language constructs supported by the compiler that do not conform to the Ada Standard
- . To attempt to identify any language constructs not supported by the compiler but required by the Ada Standard
- . To determine that the implementation-dependent behavior is allowed by the Ada Standard

Testing of this compiler was conducted by IABG mbH, Abt SZT according to procedures established by the Ada Joint Program Office and administered by the Ada Validation Organization (AVO). On-site testing was completed 21 June 1989 at Tartan Laboratories Inc., Pittsburgh, Pa.

### 1.2 USE OF THIS VALIDATION SUMMARY REPORT

Consistent with the national laws of the originating country, the AVO may make full and free public disclosure of this report. In the United States, this is provided in accordance with the "Freedom of Information Act" (5 U.S.C. #552). The results of this validation apply only to the computers, operating systems, and compiler versions identified in this report.

The organizations represented on the signature page of this report do not represent or warrant that all statements set forth in this report are accurate and complete, or that the subject compiler has no nonconformities to the Ada Standard other than those presented. Copies of this report are available to the public from:

Ada Information Clearinghouse  
Ada Joint Program Office  
OUSDRE  
The Pentagon, Rm 3D-139 (Fern Street)  
Washington DC 20301-3031

or from:

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Questions regarding this report or the validation test results should be directed to the AVF listed above or to:

Ada Validation Organization  
Institute for Defense Analyses  
1801 North Beauregard Street  
Alexandria VA 22311

## 1.3 REFERENCES

1. Reference Manual for the Ada Programming Language, ANSI/MIL-STD-1815A, February 1983 and ISO 8652-1987.
2. Ada Compiler Validation Procedures and Guidelines. Ada Joint Program Office, 1 January 1987.
3. Ada Compiler Validation Capability Implementers' Guide, SofTech, Inc., December 1986.
4. Ada Compiler Validation Capability User's Guide, December 1986.

## 1.4 DEFINITION OF TERMS

ACVC	The Ada Compiler Validation Capability. The set of Ada programs that tests the conformity of an Ada compiler to the Ada programming language.
Ada Commentary	An Ada Commentary contains all information relevant to the point addressed by a comment on the Ada Standard. These comments are given a unique identification number having the form AI-ddddd.
Ada Standard	ANSI/MIL-STD-1815A, February 1983 and ISO 8652-1987.
Applicant	The agency requesting validation.
AVF	The Ada Validation Facility. The AVF is responsible for conducting compiler validations according to procedures contained in the Ada Compiler Validation Procedures and Guidelines.
AVO	The Ada Validation Organization. The AVO has oversight authority over all AVF practices for the purpose of maintaining a uniform process for validation of Ada compilers. The AVO provides administrative and technical support for Ada validations to ensure consistent practices.
Compiler	A processor for the Ada language. In the context of this report, a compiler is any language processor, including cross-compilers, translators, and interpreters.
Failed test	An ACVC test for which the compiler generates a result that demonstrates nonconformity to the Ada Standard.
Host	The computer on which the compiler resides.

Inapplicable test	An ACVC test that uses features of the language that a compiler is not required to support or may legitimately support in a way other than the one expected by the test.
Passed test	An ACVC test for which a compiler generates the expected result.
Target	The computer which executes the code generated by the compiler.
Test	A program that checks a compiler's conformity regarding a particular feature or a combination of features to the Ada Standard. In the context of this report, the term is used to designate a single test, which may comprise one or more files.
Withdrawn test	An ACVC test found to be incorrect and not used to check conformity to the Ada Standard. A test may be incorrect because it has an invalid test objective, fails to meet its test objective, or contains illegal or erroneous use of the language.

### 1.5 ACVC TEST CLASSES

Conformity to the Ada Standard is measured using the ACVC. The ACVC contains both legal and illegal Ada programs structured into six test classes: A, B, C, D, E, and L. The first letter of a test name identifies the class to which it belongs. Class A, C, D, and E tests are executable, and special program units are used to report their results during execution. Class B tests are expected to produce compilation errors. Class L tests are expected to produce errors because of the way in which a program library is used at link time.

Class A tests ensure the successful compilation and execution of legal Ada programs with certain language constructs which cannot be verified at run time. There are no explicit program components in a Class A test to check semantics. For example, a Class A test checks that reserved words of another language (other than those already reserved in the Ada language) are not treated as reserved words by an Ada compiler. A Class A test is passed if no errors are detected at compile time and the program executes to produce a PASSED message.

Class B tests check that a compiler detects illegal language usage. Class B tests are not executable. Each test in this class is compiled and the resulting compilation listing is examined to verify that every syntax or semantic error in the test is detected. A Class B test is passed if every illegal construct that it contains is detected by the compiler.



Class C tests check the run time system to ensure that legal Ada programs can be correctly compiled and executed. Each Class C test is self-checking and produces a PASSED, FAILED, or NOT APPLICABLE message indicating the result when it is executed.

Class D tests check the compilation and execution capacities of a compiler. Since there are no capacity requirements placed on a compiler by the Ada Standard for some parameters--for example, the number of identifiers permitted in a compilation or the number of units in a library--a compiler may refuse to compile a Class D test and still be a conforming compiler. Therefore, if a Class D test fails to compile because the capacity of the compiler is exceeded, the test is classified as inapplicable. If a Class D test compiles successfully, it is self-checking and produces a PASSED or FAILED message during execution.

Class E tests are expected to execute successfully and check implementation-dependent options and resolutions of ambiguities in the Ada Standard. Each Class E test is self-checking and produces a NOT APPLICABLE, PASSED, or FAILED message when it is compiled and executed. However, the Ada Standard permits an implementation to reject programs containing some features addressed by Class E tests during compilation. Therefore, a Class E test is passed by a compiler if it is compiled successfully and executes to produce a PASSED message, or if it is rejected by the compiler for an allowable reason.

Class L tests check that incomplete or illegal Ada programs involving multiple, separately compiled units are detected and not allowed to execute. Class L tests are compiled separately and execution is attempted. A Class L test passes if it is rejected at link time--that is, an attempt to execute the main program must generate an error message before any declarations in the main program or any units referenced by the main program are elaborated. In some cases, an implementation may legitimately detect errors during compilation of the test.

Two library units, the package REPORT and the procedure CHECK\_FILE, support the self-checking features of the executable tests. The package REPORT provides the mechanism by which executable tests report PASSED, FAILED, or NOT APPLICABLE results. It also provides a set of identity functions used to defeat some compiler optimizations allowed by the Ada Standard that would circumvent a test objective. The procedure CHECK\_FILE is used to check the contents of text files written by some of the Class C tests for Chapter 14 of the Ada Standard. The operation of REPORT and CHECK\_FILE is checked by a set of executable tests. These tests produce messages that are examined to verify that the units are operating correctly. If these units are not operating correctly, then the validation is not attempted.

The text of each test in the ACVC follows conventions that are intended to ensure that the tests are reasonably portable without modification. For example, the tests make use of only the basic set of 55 characters, contain lines with a maximum length of 72 characters, use small numeric values, and tests. However, some tests contain values that require the test to be

## INTRODUCTION

customized according to implementation-specific values--for example, an illegal file name. A list of the values used for this validation is provided in Appendix C.

A compiler must correctly process each of the tests in the suite and demonstrate conformity to the Ada Standard by either meeting the pass criteria given for the test or by showing that the test is inapplicable to the implementation. The applicability of a test to an implementation is considered each time the implementation is validated. A test that is inapplicable for one validation is not necessarily inapplicable for a subsequent validation. Any test that was determined to contain an illegal language construct or an erroneous language construct is withdrawn from the ACVC and, therefore, is not used in testing a compiler. The tests withdrawn at the time of this validation are given in Appendix D.

CHAPTER 2

CONFIGURATION INFORMATION

2.1 CONFIGURATION TESTED

The candidate compilation system for this validation was tested under the following configuration:

Compiler: SUN Ada960MC Compiler V2.0

ACVC Version: 1.10

Certificate Number: #800621I1.10151

Host Computer:

Machine: Sun 3/50

Operating System: SunOS 3.5

Memory Size: 4 MB

Target Computer:

Machine: Intel 80960MC on Intel EXV960MC board

Operating System: bare machine

Memory Size: 4 MB

## 2.2 IMPLEMENTATION CHARACTERISTICS

One of the purposes of validating compilers is to determine the behavior of a compiler in those areas of the Ada Standard that permit implementations to differ. Class D and E tests specifically check for such implementation differences. However, tests in other classes also characterize an implementation. The tests demonstrate the following characteristics:

## a. Capacities.

- 1) The compiler correctly processes a compilation containing 723 variables in the same declarative part. (See test D29002K.)
- 2) The compiler correctly processes tests containing loop statements nested to 65 levels. (See tests D55A03A..H (8 tests).)
- 3) The compiler correctly processes tests containing block statements nested to 65 levels. (See test D56001B.)
- 4) The compiler correctly processes tests containing recursive procedures separately compiled as subunits nested to 17 levels. (See tests D64005E..G (3 tests).)

## b. Predefined types.

- 1) This implementation supports the additional predefined types `SHORT_INTEGER`, `BYTE_INTEGER`, `EXTENDED_FLOAT`, and `LONG_FLOAT` in the package `STANDARD`. (See tests B86001T..Z (7 tests).)

## c. Expression evaluation.

The order in which expressions are evaluated and the time at which constraints are checked are not defined by the language. While the ACVC tests do not specifically attempt to determine the order of evaluation of expressions, test results indicate the following:

- 1) None of the default initialization expressions for record components are evaluated before any value is checked for membership in a component's subtype. (See test C32117A.)
- 2) Assignments for subtypes are performed with the same precision as the base type. (See test C35712B.)
- 3) This implementation uses no extra bits for extra precision and uses all extra bits for extra range. (See test C35903A.)

## CONFIGURATION INFORMATION

- 4) `NUMERIC_ERROR` is raised for predefined and largest integer and no exception is raised for smallest integer when an integer literal operand in a comparison or membership test is outside the range of the base type. (See test C45232A.)
- 5) No exception is raised when a literal operand in a fixed-point comparison or membership test is outside the range of the base type. (See test C45252A.)
- 6) Underflow is gradual. (See tests C45524A..Z (26 tests).)

### d. Rounding.

The method by which values are rounded in type conversions is not defined by the language. While the ACVC tests do not specifically attempt to determine the method of rounding, the test results indicate the following:

- 1) The method used for rounding to integer is round to even. (See tests C46012A..Z (26 tests).)
- 2) The method used for rounding to longest integer is round to even. (See tests C46012A..Z (26 tests).)
- 3) The method used for rounding to integer in static universal real expressions is round to even. (See test C4A014A.)

### e. Array types.

An implementation is allowed to raise `NUMERIC_ERROR` or `CONSTRAINT_ERROR` for an array having a `'LENGTH` that exceeds `STANDARD.INTEGER'LAST` and/or `SYSTEM.MAX_INT`. For this implementation:

- 1) Declaration of an array type or subtype declaration with more than `SYSTEM.MAX_INT` components raises `NUMERIC_ERROR` or `CONSTRAINT_ERROR` for one dimensional array types, two dimensional array types and two dimensional array subtypes, and no exception for one dimensional array subtypes. (See test C36003A.)
- 2) `CONSTRAINT_ERROR` is raised when an array type with `INTEGER'LAST + 2` components is declared. (See test C36202A.)
- 3) `CONSTRAINT_ERROR` is raised when an array type with `SYSTEM.MAX_INT + 2` components is declared. (See test C36202B.)

- 4) A packed BOOLEAN array having a 'LENGTH exceeding INTEGER'LAST raises CONSTRAINT\_ERROR when the array type is declared. (See test C52103X.)
- 5) A packed two-dimensional BOOLEAN array with more than INTEGER'LAST components raises CONSTRAINT\_ERROR when the array type is declared and exceeds INTEGER'LAST. (See test C52104Y.)
- 6) In assigning one-dimensional array types, the expression is not evaluated in its entirety before CONSTRAINT\_ERROR is raised when checking whether the expression's subtype is compatible with the target's subtype. (See test C52013A.)
- 7) In assigning two-dimensional array types, the expression is not evaluated in its entirety before CONSTRAINT\_ERROR is raised when checking whether the expression's subtype is compatible with the target's subtype. (See test C52013A.)
- 8) A null array with one dimension of length greater than INTEGER'LAST may raise NUMERIC\_ERROR or CONSTRAINT\_ERROR either when declared or assigned. Alternatively, an implementation may accept the declaration. However, lengths must match in array slice assignments. This implementation raises NUMERIC\_ERROR when the array type is declared. (See test E52103Y.)

f. Discriminated types.

- 1) In assigning record types with discriminants, the expression is evaluated in its entirety before CONSTRAINT\_ERROR is raised when checking whether the expression's subtype is compatible with the target's subtype. (See test C52013A.)

g. Aggregates.

- 1) In the evaluation of a multi-dimensional aggregate, the test results indicate that all choices are evaluated before checking against the index type. (See tests C43207A and C43207B.)
- 2) In the evaluation of an aggregate containing subaggregates, not all choices are evaluated before being checked for identical bounds. (See test E43212B.)
- 3) CONSTRAINT\_ERROR is raised after all choices are evaluated when a bound in a non-null range of a non-null aggregate does not belong to an index subtype. (See test E43211B.)

h. Pragma.

- 1) The pragma `INLINE` is supported for functions and procedures but not when applied across compilation units. (See tests LA3004A..B (2 tests), EA3004C..D (2 tests), and CA3004E..F (2 tests).)

i. Generics.

This compiler enforces the following two rules concerning declarations and proper bodies which are individual compilation units:

- o generic bodies must be compiled and completed before their instantiation.
- o recompilation of a generic body or any of its transitive subunits makes all units obsolete which instantiate that generic body.

These rules are enforced whether the compilation units are in separate compilation files or not. AI408 and AI506 allow this behaviour.

- 1) Generic specifications and bodies can be compiled in separate compilations. (See tests CA1012A, CA2009C, CA2009F, BC3204C, and BC3205D.)
- 2) Generic subprogram declarations and bodies can be compiled in separate compilations. (See tests CA1012A and CA2009F.)
- 3) Generic library subprogram specifications and bodies can be compiled in separate compilations. (See test CA1012A.)
- 4) Generic non-library package bodies as subunits can be compiled in separate compilations. (See test CA2009C.)
- 5) Generic non-library subprogram bodies can be compiled in separate compilations from their stubs. (See test CA2009F.)
- 6) Generic unit bodies and their subunits can be compiled in separate compilations. (See test CA3011A.)
- 7) Generic package declarations and bodies can be compiled in separate compilations. (See tests CA2009C, BC3204C, and BC3205D.)
- 8) Generic library package specifications and bodies can be

## CONFIGURATION INFORMATION

compiled in separate compilations. (See tests BC3204C and BC3205D.)

- 9) Generic unit bodies and their subunits can be compiled in separate compilations. (See test CA3011A.)

### j. Input and output.

- 1) The package SEQUENTIAL\_IO can be instantiated with unconstrained array types and record types with discriminants without defaults. (See tests AE2101C, EE2201D, and EE2201E.)
- 2) The package DIRECT\_IO can be instantiated with unconstrained array types and record types with discriminants without defaults. (See tests AE2101H, EE2401D, and EE2401G.)
- 3) The director, AJPO, has determined (AI-00332) that every call to OPEN and CREATE must raise USE\_ERROR or NAME\_ERROR if file input/output is not supported. This implementation exhibits this behavior for SEQUENTIAL\_IO, DIRECT\_IO, and TEXT\_IO.



### CHAPTER 3

#### TEST INFORMATION

#### 3.1 TEST RESULTS

Version 1.10 of the ACVC comprises 3717 tests. When this compiler was tested, 44 tests had been withdrawn because of test errors. The AVF determined that 475 tests were inapplicable to this implementation. All inapplicable tests were processed during validation testing except for 159 executable tests that use floating-point precision exceeding that supported by the implementation, and for 238 executable tests that use file operations not supported by the implementation. Modifications to the code, processing, or grading for 79 tests were required to successfully demonstrate the test objective. (See section 3.6.)

The AVF concludes that the testing results demonstrate acceptable conformity to the Ada Standard.

#### 3.2 SUMMARY OF TEST RESULTS BY CLASS

RESULT	TEST CLASS						TOTAL
	A	B	C	D	E	L	
Passed	129	1133	1861	17	14	44	3198
Inapplicable	0	5	454	0	14	2	475
Withdrawn	1	2	35	0	6	0	44
TOTAL	130	1140	2350	17	34	46	3717

## 3.3 SUMMARY OF TEST RESULTS BY CHAPTER

RESULT	CHAPTER														TOTAL
	2	3	4	5	6	7	8	9	10	11	12	13	14		
Passed	201	592	569	245	172	99	163	332	127	36	252	334	76	3198	
N/A	11	57	111	3	0	0	3	0	10	0	0	35	245	475	
Wdrn	1	1	0	0	0	0	0	2	0	0	1	35	4	44	
TOTAL	213	650	680	248	172	99	166	334	137	36	253	404	325	3717	

## 3.4 WITHDRAWN TESTS

The following 44 tests were withdrawn from ACVC Version 1.10 at the time of this validation:

E28005C	A39005G	B97102E	C97116A	BC3009B	CD2A62D
CD2A63A	CD2A63B	CD2A63C	CD2A63D	CD2A66A	CD2A66B
CD2A66C	CD2A66D	CD2A73A	CD2A73B	CD2A73C	CD2A73D
CD2A76A	CD2A76B	CD2A76C	CD2A76D	CD2A81G	CD2A83G
CD2A84N	CD2A84M	CD50110	CD2B15C	CD7205C	CD2D11B
CD5007B	ED7004B	ED7005C	ED7005D	ED7006C	ED7006D
CD7105A	CD7203B	CD7204B	CD7205D	CE2107I	CE3111C
CE3301A	CE3411B				

See Appendix D for the reason that each of these tests was withdrawn.

## 3.5 INAPPLICABLE TESTS

Some tests do not apply to all compilers because they make use of features that a compiler is not required by the Ada Standard to support. Others may depend on the result of another test that is either inapplicable or withdrawn. The applicability of a test to an implementation is considered each time a validation is attempted. A test that is inapplicable for one validation attempt is not necessarily inapplicable for a subsequent attempt. For this validation attempt, 475 tests were inapplicable for the reasons indicated:

- a. The following 159 tests are not applicable because they have floating-point type declarations requiring more digits than `SYSTEM.MAX_DIGITS`:

C241130..Y (11 tests)	C357050..Y (11 tests)
C357060..Y (11 tests)	C357070..Y (11 tests)

C357080..Y (11 tests)	C358020..Z (12 tests)
C452410..Y (11 tests)	C453210..Y (11 tests)
C454210..Y (11 tests)	C455210..Z (12 tests)
C455240..Z (12 tests)	C456210..Z (12 tests)
C456410..Y (11 tests)	C460120..Z (12 tests)

b. C35702A and B86001T are not applicable because this implementation supports no predefined type `SHORT_FLOAT`.

c. The following 16 tests are not applicable because this implementation does not support a predefined type `LONG_INTEGER`:

C45231C	C45304C	C45502C	C45503C	C45504C
C45504F	C45611C	C45613C	C45614C	C45631C
C45632C	B52004D	C55B07A	B55B09C	B86001W
CD7101F				

d. C45531M..P (4 tests) and C45532M..P (4 tests) are not applicable because the value of `SYSTEM.MAX_MANTISSA` is less than 32.

e. B86001Y is not applicable because this implementation supports no predefined fixed-point type other than `DURATION`.

f. CA2009A, CA2009C, CA2009F and CA2009D are not applicable because this compiler creates dependencies between generic bodies, and units that instantiate them (see section 2.2i for rules and restrictions concerning generics).

g. LA3004A, LA3004B, EA3004C, EA3004D, CA3004E, and CA3004F are not applicable because this implementation does not support pragma `INLINE` when applied across compilation units (See Appendix F of the Ada Standard in Appendix B of this report, and Section 2.2.h (1)).

h. CD1009C, CD2A41A..E (5 tests), and CD2A42A..J (10 tests) are not applicable because this implementation imposes restrictions on 'SIZE length clauses for floating point types.

i. CD2A61I is not applicable because this implementation imposes restrictions on 'SIZE length clauses for array types.

j. CD2A84B..I (8 tests) and CD2A84K..L (2 tests) are not applicable because this implementation imposes restrictions on 'SIZE length clauses for access types.

k. CD2A91A..E (5 tests) are not applicable because 'SIZE length clauses for task types are not supported.

l. CD2B11G is not applicable because 'STORAGE\_SIZE representation

# TEST INFORMATION

clauses are not supported for access types where the designated type is a task type.

- m. CD2B15B is not applicable because a collection size larger than the size specified was allocated.
- n. The following 238 tests are inapplicable because sequential, text, and direct access files are not supported:

CE2102A..C (3 tests)	CE2102G..H (2 tests)
CE2102K	CE2102N..Y (12 tests)
CE2103C..D (2 tests)	CE2104A..D (4 tests)
CE2105A..B (2 tests)	CE2106A..B (2 tests)
CE2107A..H (8 tests)	CE2107L
CE2108A..B (2 tests)	CE2108C..H (6 tests)
CE2109A..C (3 tests)	CE2110A..D (4 tests)
CE2111A..I (9 tests)	CE2115A..B (2 tests)
CE2201A..C (3 tests)	CE2201F..N (9 tests)
CE2204A..D (4 tests)	CE2205A
CE2208B	CE2401A..C (3 tests)
CE2401E..F (2 tests)	CE2401H..L (5 tests)
CE2404A..B (2 tests)	CE2405B
CE2406A	CE2407A..B (2 tests)
CE2408A..B (2 tests)	CE2409A..B (2 tests)
CE2410A..B (2 tests)	CE2411A
CE3102A..B (2 tests)	EE3102C
CE3102F..H (3 tests)	CE3102J..K (2 tests)
CE3103A	CE3104A..C (3 tests)
CE3107B	CE3108A..B (2 tests)
CE3109A	CE3110A
CE3111A..B (2 tests)	CE3111D..E (2 tests)
CE3112A..D (4 tests)	CE3114A..B (2 tests)
CE3115A	EE3203A
CE3208A	EE3301B
CE3302A	CE3305A
CE3402A	EE3402B
CE3402C..D (2 tests)	CE3403A..C (3 tests)
CE3403E..F (2 tests)	CE3404B..D (3 tests)
CE3405A	EE3405B
CE3405C..D (2 tests)	CE3406A..D (4 tests)
CE3407A..C (3 tests)	CE3408A..C (3 tests)
CE3409A	CE3409C..E (3 tests)
EE3409F	CE3410A
CE3410C..E (3 tests)	EE3410F
CE3411A..B (2 tests)	CE3412A
EE3412C	CE3413A
CE3413C	CE3602A..D (4 tests)
CE3603A	CE3604A..B (2 tests)
CE3605A..E (5 tests)	CE3606A..B (2 tests)
CE3704A..F (6 tests)	CE3704M..O (3 tests)
CE3706D	CE3706F..G (2 tests)

# TEST INFORMATION

CE3804A..P (16 tests)	CE3805A..B (2 tests)
CE3806A..B (2 tests)	CE3806D..E (2 tests)
CE3806G..H (2 tests)	CE3905A..C (3 tests)
CE3905L	CE3906A..C (3 tests)
CE3906E..F (2 tests)	

These tests were not processed because their inapplicability can be deduced from the result of other tests.

- o. Tests CE2103A..B (2 tests) and CE3107A raise USE\_ERROR although NAME\_ERROR is expected. These tests report FAILED but they were graded not applicable as permanent files are not supported by this implementation, and no illegal file names exist.
- p. EE2201D, EE2201E, EE2401D, EE2401G are inapplicable because sequential, text, and direct access files are not supported.

## 3.6 TEST, PROCESSING, AND EVALUATION MODIFICATIONS

It is expected that some tests will require modifications of code, processing, or evaluation in order to compensate for legitimate implementation behavior. Modifications are made by the AVF in cases where legitimate implementation behavior prevents the successful completion of an (otherwise) applicable test. Examples of such modifications include: adding a length clause to alter the default size of a collection; splitting a Class B test into subtests so that all errors are detected; and confirming that messages produced by an executable test demonstrate conforming behavior that was not anticipated by the test (such as raising one exception instead of another).

Modifications were required for 79 tests.

- a. The following tests were split because syntax errors at one point resulted in the compiler not detecting other errors in the test:

B22003A	B24007A	B24009A	B25002B	B32201A	B34005N
B34005T	B34007H	B35701A	B36171A	B36201A	B37101A
B37102A	B37201A	B37202A	B37203A	B37302A	B38003A
B38003B	B38008A	B38008B	B38009A	B38009B	B38103A
B38103B	B38103C	B38103D	B38103E	B43202C	B44002A
B48002A	B48002B	B48002D	B48002E	B48002G	B48003E
B49003A	B49005A	B49006A	B49007A	B49009A	B4A010C
B54A20A	B54A25A	B58002A	B58002B	B59001A	B59001C
B59001I	B62006C	B67001A	B67001B	B67001C	B67001D
B74103E	B74104A	B85007C	B91005A	B95003A	B95007B
B95031A	B95074E	BC1002A	BC1109A	BC1109C	BC1206A
BC2001E	BC3005B	BC3009C	BD5005B		

- b. For the two tests BC3204C and BC3205D, the compilation order was changed to

BC3204C0, C1, C2, C3M, C4, C5, C6, C3M

and

BC3205D0, D2, D1M

respectively. This change was necessary because of the compiler's rules for separately compiled generic units (see section 2.2i for rules and restrictions concerning generics). When processed in this order the expected error messages were produced for BC3204C3M and BC3205D1M.

- c. The two tests BC3204D and BC3205C consist of several compilation units each. The compilation units for the main procedures are near the beginning of the files. When processing these files unchanged, a link error is reported instead of the expected compiled generic units. Therefore, the compilation files were modified by appending copies of the main procedures to the end of

## TEST INFORMATION

these files. When processed, the expected error messages were generated by the compiler.

- d. Tests C39005A, CD7004C, CD7005E and CD7006E wrongly presume an order of elaboration of the library unit bodies. These tests were modified to include a PRAGMA ELABORATE (REPORT);
- e. Test E28002B checks that predefined or unrecognized pragmas may have arguments involving overloaded identifiers without enough contextual information to resolve the overloading. It also checks the correct processing of pragma LIST. For this implementation, pragma LIST is only recognised if the compilation file is compiled without errors or warnings. Hence, the test was modified to demonstrate the correct processing of pragma LIST.

For this implementation, the required support package specification, SPPRT13SP, was rewritten to provide constant values for the function names.

For this implementation the tests CE2103A..B (2 tests) and CE3107A raise USE\_ERROR although NAME\_ERROR is expected. These tests report FAILED but they were graded PASSED in accordance with the above mentioned ruling of the AJPO for implementations which do not support permanent files.

### 3.7 ADDITIONAL TESTING INFORMATION

#### 3.7.1 Prevalidation

Prior to validation, a set of test results for ACVC Version 1.10 produced by this implementation was submitted to the AVF by the applicant for review. Analysis of these results demonstrated that the compiler successfully passed all applicable tests, and the compiler exhibited the expected behavior on all inapplicable tests.

#### 3.7.2 Test Method

Testing of the SUN Ada960MC Compiler V2.0 using ACVC Version 1.10 was conducted by IABG on the premises of TARTAN. The configuration in which the testing was performed is described by the following designations of hardware and software components:

#### Host Computer:

Machine:	Sun 3/50
Operating System:	SunOS 3.5
Memory Size:	8 MB

## Target Computer:

Machine: Intel 80960MC on Intel EXV960MC board  
Operating System: bare machine  
Memory Size: 4 MB

## Compiler:

SUN Ada960MC Compiler V2.0

The original ACVC was customized prior to the validation visit in order to remove all withdrawn tests and tests requiring unsupported floating point precisions. Tests that make use of implementation specific values were also customized. Tests requiring modifications during the prevalidation testing were modified accordingly.

A tape containing the customized ACVC was read on a VAXstation and compared against the ACVC present on the host computer making use of an Ethernet connection and a comparison program.

The full set of tests was compiled and linked. All executable tests were transferred via an RS232 line to the target computer where they were run. Results were transferred to the host computer in the same way. Results were then transferred via an Ethernet connection to another Sun 3/50, where they were evaluated and archived.

The compiler was tested using command scripts provided by TARTAN LABORATORIES INCORPORATED and reviewed by the validation team. The compiler was tested using the option setting -q. All chapter B tests were compiled with the listing option on (i.e. -la). The linker was called with the command

alib link <testname>

A full list of compiler and linker options is given in Appendix E.

### 3.7.3 Test Site

Testing was conducted at TARTAN LABORATORIES INCORPORATED, Pittsburgh and was completed on 21 June 1989.



DECLARATION OF CONFORMANCE

APPENDIX A

DECLARATION OF CONFORMANCE

TARTAN LABORATORIES INCORPORATED has submitted the following  
Declaration of Conformance concerning the SUN Ada960MC Compiler  
V2.0.

### DECLARATION OF CONFORMANCE


Compiler Implementor: Tartan Laboratories Incorporated  
Ada Validation Facility: IABG mbH, Dept. SZT  
Ada Compiler Validation Capability (ACVC) Version: 1.10

#### Base Configuration

Base Compiler Name: SUN Ada960MC Compiler V2.0  
Host Architecture: SUN 3/50  
Host OS and Version: SUN OS 3.5  
Target Architecture: Intel 80960MC on an Intel EXV80960MC board  
(bare machine)  
Target OS and Version: Bare Machine

#### Implementor's Declaration


I, the undersigned, representing Tartan Laboratories Incorporated, have implemented no deliberate extensions to the Ada Language Standard ANSI/MIL-STD-1815A in the compiler listed in this declaration. I declare that Tartan Laboratories Incorporated is the owner of record of the Ada Language compiler listed above and, as such, is responsible for maintaining said compiler in conformance to ANSI/MIL-STD-1815A. All certificates and registrations for Ada Language compiler listed in this declaration shall be made only in the owner's corporate name.

  
\_\_\_\_\_  
Tartan Laboratories Incorporated  
D. L. Evans, President

Date: 6-23-89

#### Owner's Declaration

I, the undersigned, representing Tartan Laboratories Incorporated, take full responsibility for implementation and maintenance of the Ada compiler listed above, and agree to the public disclosure of the final Validation Summary Report. I declare that all of the Ada Language compilers listed, and their host/target performance, are in compliance with the Ada Language Standard ANSI/MIL-STD-1815A.

  
\_\_\_\_\_  
Tartan Laboratories Incorporated  
D. L. Evans, President

Date: 6-23-89

```

    type BYTE_INTEGER is range -128 .. 127;
    type SHORT_INTEGER is range -32768 .. 32767;
    type INTEGER is range -2147483648 .. 2147483647;

    type FLOAT is digits 6 range
-0#1.111111111111111111111111#a126 .. 2#1.111111111111111111111111#a126;

    type LONG_FLOAT is digits 15 range
-2#1.11111111111111111111111111111111e#1022 ..
  2#1.1111111111111111111111111111111111111111111e#1022;

    type EXTENDED_FLOAT is digits 18 range
-2#1.111111111111111111111111111111111111111111111111111e#16382 ..
  2#1.111111111111111111111111111111111111111111111111111e#16382;

    type DURATION is delta 0.0001 range -86400 .. 86400;

    ...

and STANDARD;

```

## Chapter 5

### Appendix F to MIL-STD-1815A

This chapter contains the required Appendix F to *Military Standard, Ada Programming Language*, ANSI/MIL-STD-1815A (American National Standards Institute, Inc., February 17, 1983).

#### 5.1. PRAGMAS

##### 5.1.1. Predefined Pragmas

This section summarizes the effects of and restrictions on predefined pragmas.

- Access collections are not subject to automatic storage reclamation so pragma CONTROLLED has no effect. Space deallocated by means of UNCHECKED\_DEALLOCATION will be reused by the allocation of new objects.
- Pragma ELABORATE is fully supported.
- Pragma INLINE is supported.
- Pragma INTERFACE is not supported. The implementation-defined pragma FOREIGN\_BODY (see Section 5.1.2.2) can be used to interface to subprograms written in other languages.
- Pragma LIST is supported but has the intended effect only if the command line option -La was supplied for compilation, and the listing generated was not due to the presence of errors and/or warnings.
- Pragma MEMORY\_SIZE is supported.
- Pragma OPTIMIZE is supported, but on a routine basis only. It does not affect code at the block level.
- Pragma PACK is fully supported.
- Pragma PAGE is supported but has the intended effect only if the command line option -La was supplied for compilation, and the listing generated was not due to the presence of errors and/or warnings.
- Pragma PRIORITY is fully supported.
- Pragma SUPPRESS is fully supported as required by Ada LRM 11.7.
- Future releases of the compiler will support the following pragmas: SHARED, STORAGE\_UNIT and SYSTEM\_NAME.

A warning message will be issued if an unsupported pragma is supplied.

##### 5.1.2. Implementation-Defined Pragmas

Implementation-defined pragmas provided by Targan are described in the following sections.

###### 5.1.2.1. Pragma LINKAGE\_NAME

The pragma LINKAGE\_NAME associates an Ada entity with a string that is meaningful externally; e.g., to a linkage editor. It takes the form

**pragma** LINKAGE\_NAME (*Ada-simple-name*, *string-constant*)

The *Ada-simple-name* must be the name of an Ada entity declared in a package specification. This entity must be

one that has a runtime representation; e.g., a subprogram, exception or object. It may not be a named number or string constant. The pragma must appear after the declaration of the entity in the same package specification.

The effect of the pragma is to cause the *string-constant* to be used in the generated assembly code as an external name for the associated Ada entity. It is the responsibility of the user to guarantee that this string constant is meaningful to the linkage editor and that no illegal linkname clashes arise.

#### 5.1.2.2. *Pragma* FOREIGN\_BODY

A subprogram written in another language can be called from an Ada program. Pragma FOREIGN\_BODY is used to indicate that the body for a non-generic top-level package specification is provided in the form of an object module. The bodies for several subprograms may be contained in one object module.

Use of the pragma FOREIGN\_BODY dictates that all subprograms, exceptions and objects in the package are provided by means of a foreign object module. In order to successfully link a program including a foreign body, the object module for that body must be provided to the library using the `alib foreign` command described in Section 4.7.

The pragma is of the form:

```
pragma FOREIGN_BODY (language_name [, elaboration_routine_name])
```

The parameter *language\_name* is a string intended to allow the compiler to identify the calling convention used by the foreign module (but this functionality is not yet in operation). Currently, the programmer must ensure that the calling convention and data representation of the foreign body procedures are compatible with those used by the Tartan Ada compiler. Subprograms called by tasks should be reentrant.

The optional *elaboration\_routine\_name* string argument provides a means to initialize the package. The routine specified as the *elaboration\_routine\_name*, which will be called for the elaboration of this package body, must be a global routine in the object module provided by the user.

A specification that uses this pragma may contain only subprogram declarations, object declarations that use an unconstrained type mark, and number declarations. Pragma may also appear in the package. The type mark for an object cannot be a task type, and the object declaration must not have an initial value expression. The pragma must be given prior to any declarations within the package specification. If the pragma is not located before the first declaration, or any restriction on the declarations is violated, the pragma is ignored and a warning is generated.

The foreign body is entirely responsible for initializing objects declared in a package utilizing pragma FOREIGN\_BODY. In particular, the user should be aware that the implicit initializations described in LRM 3.2.1 are not done by the compiler. (These implicit initializations are associated with objects of access types, certain record types and composite types containing components of the preceding kinds of types.)

Pragma LINKAGE\_NAME should be used for all declarations in the package, including any declarations in a nested package specification to be sure that there are no conflicting link names. If pragma LINKAGE\_NAME is not used, the cross-reference qualifier, `-x`, (see Section 3.2) should be used when invoking the compiler and the resulting cross-reference table of linknames inspected to identify the linknames assigned by the compiler and determine that there are no conflicting linknames (see also Section 3.5).

In the following example, we want to call a function `p1mn` which computes polynomials and is written in C.

```

package MATH_FUNCS is
  pragma FOREIGN_BODY ("C");
  function POLYNOMIAL (X:INTEGER) return INTEGER;
  --Ada spec matching the C routine
  pragma LINKAGE_NAME (POLYNOMIAL, "plmn");
  --Force compiler to use name "plmn" when referring to this
  -- function
end MATH_FUNCS;

with MATH_FUNCS; use MATH_FUNCS
procedure MAIN is
  X:INTEGER := POLYNOMIAL(10);
  -- Will generate a call to "plmn"
  begin ...
end MAIN;

```

To compile, link and run the above program, you do the following steps:

1. Compile MATH\_FUNCS
2. Compile MAIN
3. Obtain an object module (e.g. math.o) containing the compiled code for plmn.
4. Issue the command

```
alib foreign math_funcs math.o
```

5. Issue the command

```
alib link main
```

Without Step 4, an attempt to link will produce an error message informing you of a missing package body for MATH\_FUNCS.

**Using an Ada body from another Ada program library.** The user may compile a body written in Ada for a specification into the library, regardless of the language specified in the pragma contained in the specification. This capability is useful for rapid prototyping, where an Ada package may serve to provide a simulated response for the functionality that a foreign body may eventually produce. It also allows the user to replace a foreign body with an Ada body without recompiling the specification.

The user can either compile an Ada body into the library, or use the command `alib foreign` (See Section 4.7) to use an Ada body from another library. The Ada body from another library must have been compiled under an identical specification. The pragma `LINKAGE_NAME` must have been applied to all entities declared in the specification. The only way to specify the linkname for the elaboration routine of an Ada body is with the pragma `FOREIGN_BODY`.

**Using Calls to the Operating System.** In some cases, the foreign code is actually supplied by the operating system (in the case of system calls) or by runtime libraries for other programming languages such as C. Such calls may be made using a dummy procedure to supply a file specification to the `alib foreign` command. You need a dummy .o file which may be obtained in a number of ways. One way is to compile the procedure

```

procedure DUMMY is
begin
  null;
end;

```

Then, use the library command

```
alib foreign pkg dummy.o
```

where *pkg* is the name of the package that contains the pragma `LINKAGE_NAME` for the operating system call.

For example to use the UNIX system call `_sbrk` in the program `TEST`:

```

Package MEMORY is
  pragma FOREIGN_BODY ("ASM");
  procedure GET_VIRTUAL_MEMORY (MEM: INTEGER);
  pragma LINKAGE_NAME (GET_VIRTUAL_MEMORY, "_getvk ");
end MEMORY;

with MEMORY;
procedure TEST is
  ...

begin
  GET_VIRTUAL_MEMORY (MEM);
  ...
end TEST;

```

Obtain the file dummy.O. Then use

```
alib foreign memory dummy.O
```

to include the body for the system call in the library.

## 5.2. IMPLEMENTATION-DEPENDENT ATTRIBUTES

No implementation-dependent attributes are currently supported.

## 5.3. SPECIFICATION OF THE PACKAGE SYSTEM

The parameter values specified for the 80960MC in package system [LRM 13.7.1 and Appendix C] are:

```

package SYSTEM is
  type ADDRESS is address;
  type NAME is (I960KA, I960KB, I960MC);

  SYSTEM_NAME   : constant name := I960MC;
  STORAGE_UNIT  : constant := 8;
  MEMORY_SIZE   : constant := 4_194_304;
  MAX_INT       : constant := 2_147_483_647;
  MIN_INT       : constant := -MAX_INT - 1;

  MAX_DIGITS    : constant := 18;

  MAX_MANTISSA  : constant := 31;
  FINE_DELTA    : constant := 2#1.0#e-31;
  TICK          : constant := 0.015625;
  subtype PRIORITY is INTEGER range 1 .. 16;
  DEFAULT_PRIORITY : constant PRIORITY := PRIORITY_FIRST;
  RUNTIME_ERROR   : exception;
end SYSTEM;

```

## 5.4. RESTRICTIONS ON REPRESENTATION CLAUSES

The following sections explain the basic restrictions for representation specifications followed by additional restrictions applying to specific kinds of clauses.

### 5.4.1. Basic Restriction

The basic restriction on representation specifications [LRM 13.1] that they may be given only for types declared in terms of a type definition, excluding a `generic_type_definition` (LRM 12.1) and a `private_type_definition` (LRM 7.4). Any representation clause in violation of these rules is not obeyed by the compiler; a diagnostic message is issued.

Further restrictions are explained in the following sections. Any representation clauses violating those restrictions are not obeyed but cause a diagnostic message to be issued.

### 5.4.2. Length Clauses

Length clauses [LRM 13.2] are, in general, supported. For details, refer to the following sections.

#### 5.4.2.1. Size Specifications for Types

The rules and restrictions for size specifications applied to types of various classes are described below.

The following principle rules apply:

1. The size is specified in bits and must be given by a static expression.
2. The specified size is taken as a mandate to store objects of the type in the given size wherever feasible. No attempt is made to store values of the type in a smaller size, even if possible. The following rules apply with regard to feasibility:

- An object that is not a component of a composite object is allocated with a size and alignment that is referable on the target machine; that is, no attempt is made to create objects of non-referable size on the stack. If such stack compression is desired, it can be achieved by the user by combining multiple stack variables in a composite object; for example

```
type My_Enum is (A,B);
for My_Enum'size use 1;
V,W: My_Enum; -- will occupy two storage
               -- units on the stack
               -- (if allocated at all)
type rec is record
  V,W: My_Enum;
end record;
pragma Pack(rec);
O: rec; -- will occupy one storage unit
```

- A formal parameter of the type is sized according to calling conventions rather than size specifications of the type. Appropriate size conversions upon parameter passing take place automatically and are transparent to the user.

- Adjacent bits to an object that is a component of a composite object, but whose size is non-referable, may be affected by assignments to the object, unless these bits are occupied by other components of the composite object; that is, whenever possible, a component of non-referable size is made referable.

In all cases, the compiler generates correct code for all operations on objects of the type, even if they are stored with differing representational size in different contexts.

Note: A size specification cannot be used to force a certain size in value operations of the type; for example

```
type my_int is range 0..65535;
for my_int'size use 16; -- o.k.
A,B: my_int;
...A + B... -- this operation will generally be
             -- executed on 32-bit values
```



3. A size specification for a type specifies the size for objects of this type and of all its subtypes. For components of composite types, whose subtype would allow a shorter representation of the component, no attempt is made to take advantage of such shorter representations. In contrast, for types without a length clause, such components may be represented in a lesser number of bits than the number of bits required to represent all values of the type. Thus, in the example

```
type MY_INT is range 0..2**15-1;
for MY_INT'SIZE use 16; -- (1)
subtype SMALL_MY_INT is MY_INT range 0..255;
type R is record
    ...
    X: SMALL_MY_INT;
    ...
end record;
```

the component R.X will occupy 16 bits. In the absence of the length clause at (1), R.X may be represented in 8 bits.

For the following type classes, the size specification must coincide with the default size chosen by the compiler for the type:

- access types
- floating-point types
- task types

No useful effect can be achieved by using size specifications for these types.

#### 5.4.2.2. Size Specification for Scalar Types

The specified size must accommodate all possible values of the type including the value 0 (even if 0 is not in the range of the values of the type). For numeric types with negative values the number of bits must account for the sign bit. No skewing of the representation is attempted. Thus

```
type my_int is range 100..101;
```

requires at least 7 bits, although it has only two values, while

```
type my_int is range -101..-100;
```

requires 8 bits to account for the sign bit.

A size specification for a real type does not affect the accuracy of operations on the type. Such influence should be exerted via the `accuracy_definition` of the type (LRM 3.5.7, 3.5.9).

A size specification for a scalar type may not specify a size larger than the largest operation size supported by the target architecture for the respective class of values of the type.

#### 5.4.2.3. Size Specification for Array Types

A size specification for an array type must be large enough to accommodate all components of the array under the densest packing strategy explained below in adherence to any alignment constraints on the component type (see Section 5.4.7).

The size of the component type cannot be influenced by a length clause for an array. Within the limits of representing all possible values of the component subtype (but not necessarily of its type), the representation of components may, however, be reduced to the minimum number of bits, unless the component type carries a size specification.

If there is a size specification for the component type, but not for the array type, the component size is rounded up to a referable size, unless `pragma PACK` is given. This applies even to boolean types or other types that require only a single bit for the representation of all values.

#### 5.4.2.4. Size Specification for Record Types

A size specification for a record type does not influence the default type mapping of a record type. The size must be at least as large as the number of bits determined by type mapping. Influence over packing of components can be exerted by means of (partial) record representation clauses or by `Pragma PACK`.

Neither the size of component types, nor the representation of component subtypes can be influenced by a length clause for a record.

The only implementation-dependent components allocated by Targan Ada in records contain dope information for arrays whose bounds depend on discriminants of the record or contain relative offsets of components within a record layout for record components of dynamic size. These implementation-dependent components cannot be named or sized by the user.

A size specification cannot be applied to a record type with components of dynamically determined size.

Note: Size specifications for records can be used only to widen the representation accomplished by padding at the beginning or end of the record. Any narrowing of the representation over default type mapping must be accomplished by representation clauses or `pragma PACK`.

#### 5.4.2.5. Specification of Collection Sizes

The specification of a collection size causes the collection to be allocated with the specified size. It is expressed in storage units and need not be static; refer to package `SYSTEM` for the meaning of storage units.

Any attempt to allocate more objects than the collection can hold causes a `STORAGE_ERROR` exception to be raised. Dynamically sized records or arrays may carry hidden administrative storage requirements that must be accounted for as part of the collection size. Moreover, alignment constraints on the type of the allocated objects may make it impossible to use all memory locations of the allocated collection. Furthermore, some administrative overhead for the allocator must be taken into account by the user (currently 1 word per allocated object).

In the absence of a specification of a collection size, the collection is extended automatically if more objects are allocated than possible in the collection originally allocated with the compiler-established default size. In this case, `STORAGE_ERROR` is raised only when the available target memory is exhausted. If a collection size of zero is specified, no access collection is allocated.

#### 5.4.2.6. Specification of Task Activation Size

The specification of a task activation size causes the task activation to be allocated with the specified size. It is expressed in storage units; refer to package `SYSTEM` for the meaning of storage units.

If the storage specified for a task activation (`T' Storage_Size`) is not a multiple of 4096 (one page), the compiler allocates the next higher multiple of 4096, as permitted by the language.

Any attempt to exceed the activation size during execution causes a `STORAGE_ERROR` exception to be raised. Unlike collections, there is generally no extension of task activations.

#### 5.4.2.7. Specification of 'SMALL

Only powers of 2 are allowed for 'SMALL.

The length of the representation may be affected by this specification. If a size specification is also given for the type, the size specification takes precedence; the specification of 'SMALL must then be accommodatable within the specified size.

### 5.4.3. Enumeration Representation Clauses

For enumeration representation clauses [LRM 13.3], the following restrictions apply:

- The internal codes specified for the literals of the enumeration type may be any integer value between `INTEGER' FIRST` and `INTEGER' LAST`. It is strongly advised to not provide a representation clause that merely duplicates the default mapping of enumeration types, which assigns consecutive numbers in ascending order starting with 0, since unnecessary runtime cost is incurred by such duplication. It should be noted that the use of attributes on enumeration types with user-specified encodings is costly at run time.

- Array types, whose index type is an enumeration type with non-contiguous value encodings, consist of a contiguous sequence of components. Indexing into the array involves a runtime translation of the index value into the corresponding position value of the enumeration type.

#### 5.4.4. Record Representation Clauses

The alignment clause of record representation clauses [LRM 13.4] is observed. The specified expression must yield a target-dependent value.

Static objects may be aligned at powers of 2 up to a page boundary. The specified alignment becomes the minimum alignment of the record type, unless the minimum alignment of the record forced by the component allocation and the minimum alignment requirements of the components is already more stringent than the specified alignment.

The component clauses of record representation clauses are allowed only for components and discriminants of statically determinable size. Not all components need to be present. Component clauses for components of variant parts are allowed only if the size of the record type is statically determinable for every variant.

The size specified for each component must be sufficient to allocate all possible values of the component subtype (but not necessarily the component type). The location specified must be compatible with any alignment constraints of the component type; an alignment constraint on a component type may cause an implicit alignment constraint on the record type itself.

If some, but not all, discriminants and components of a record type are described by a component clause, then the discriminants and components without component clauses are allocated after those with component clauses; no attempt is made to utilize gaps left by the user-provided allocation.

#### 5.4.5. Address clauses

Address clauses [LRM 13.5] are supported with the following restrictions:

- When applied to an object, an address clause becomes a linker directive to allocate the object at the given address. For any object not declared immediately within a top-level library package, the address clause is accepted but meaningless. Address clauses applied to local packages are not supported by Tartan Ada. Address clauses applied to library packages are prohibited by the syntax; therefore, an address clause can be applied only to a package if it is a body stub.
- Address clauses applied to subprograms and tasks are implemented according to the LRM rules. When applied to an entry, the specified value identifies an interrupt in a manner customary for the target. Immediately after a task is created, a runtime call is made for each of its entries having an address clause, establishing the proper binding between the entry and the interrupt.
- Specified addresses must be constants.
- Address clauses specify virtual, not physical, addresses.

#### 5.4.6. Pragma PACK

Pragma PACK [LRM 13.1] is supported. For details, refer to the following sections.

##### 5.4.6.1. Pragma PACK for Arrays

If pragma PACK is applied to an array, the densest possible representation is chosen. For details of packing, refer to the explanation of size specifications for arrays (Section 5.4.2.3).

If, in addition, a length clause is applied to

1. the array type, the pragma has no effect, since such a length clause already uniquely determines the array packing method.
2. the component type, the array is packed densely, observing the component's length clause. Note that the component length clause may have the effect of preventing the compiler from packing as densely as

would be the default if pragma PACK is applied where there was no length clause given for the component type.

#### **5.4.6.2. The Predefined Type String**

Package STANDARD applies Pragma PACK to the type string. However, when applied to character arrays, this pragma cannot be used to achieve denser packing than is the default for the target: 4 characters per 32-bit word.

#### **5.4.6.3. Pragma PACK for Records**

If pragma PACK is applied to a record, the densest possible representation is chosen that is compatible with the sizes and alignment constraints of the individual component types. Pragma PACK has an effect only if the sizes of some component types are specified explicitly by size specifications and are of non-referable nature. In the absence of pragma PACK, such components generally consume a referable amount of space.

It should be noted that default type mapping for records maps components of boolean or other types that require only a single bit to a single bit in the record layout, if there are multiple such components in a record. Otherwise, it allocates a referable amount of storage to the component.

If pragma PACK is applied to a record for which a record representation clause has been given detailing the allocation of some but not all components, the pragma PACK affects only the components whose allocation has not been detailed. Moreover, the strategy of not utilizing gaps between explicitly allocated components still applies.

#### **5.4.7. Minimal Alignment for Types**

Certain alignment properties of values of certain types are enforced by the type mapping rules. Any representation specification that cannot be satisfied within these constraints is not obeyed by the compiler and is appropriately diagnosed.

Alignment constraints are caused by properties of the target architecture, most notably by the capability to extract non-aligned component values from composite values in a reasonably efficient manner. Typically, restrictions exist that make extraction of values that cross certain address boundaries very expensive, especially in contexts involving array indexing. Permitting data layouts that require such complicated extractions may impact code quality on a broader scale than merely in the local context of such extractions.

Instead of describing the precise algorithm of establishing the minimal alignment of types, we provide the general rule that is being enforced by the alignment rules:

- No object of scalar type including components or subcomponents of a composite type, may span a target-dependent address boundary that would mandate an extraction of the object's value to be performed by two or more extractions.

### **5.5. IMPLEMENTATION-GENERATED COMPONENTS IN RECORDS**

The only implementation-dependent components allocated by Tartan Ada in records contain dope information for arrays whose bounds depend on discriminants of the record. These components cannot be named by the user.

### **5.6. INTERPRETATION OF EXPRESSIONS APPEARING IN ADDRESS CLAUSES**

Section 13.5.1 of the Ada Language Reference Manual describes a syntax for associating interrupts with task entries. Tartan Ada implements the address clause

**for TOENTRY use at intID;**

by associating the interrupt specified by intID with the toentry entry of the task containing this address clause. The interpretation of intID is both machine and compiler dependent.

The Ada runtimes provide interrupts that may be associated with task entries. These interrupts are of type System.Address in the ranges 8..243, 252..255, 264..499, and 508..511. Refer to section 8.5.4.4 for further explanation. If the argument is outside those ranges, the program is erroneous.

### 5.7. RESTRICTIONS ON UNCHECKED CONVERSIONS

Tartan supports `UNCHECKED_CONVERSION` with a restriction that requires the sizes of both source and target types to be known at compile time. The sizes need not be the same. If the value in the source is wider than that in the target, the source value will be truncated. If narrower, it will be zero-extended. Calls on instantiations of `UNCHECKED_CONVERSION` are made inline automatically.

### 5.8. IMPLEMENTATION-DEPENDENT ASPECTS OF INPUT-OUTPUT PACKAGES

Tartan Ada supplies the predefined input/output packages `DIRECT_IO`, `SEQUENTIAL_IO`, `TEXT_IO`, and `LOW_LEVEL_IO` as required by LRM Chapter 14. However, since 80960MC is used in embedded applications lacking both standard I/O devices and file systems, the functionality of `DIRECT_IO`, `SEQUENTIAL_IO`, and `TEXT_IO` is limited.

`DIRECT_IO` and `SEQUENTIAL_IO` raise `USE_ERROR` if a file open or file access is attempted. `TEXT_IO` is supported to `CURRENT_OUTPUT` and from `CURRENT_INPUT`. A routine that takes explicit file names raises `USE_ERROR`. `LOW_LEVEL_IO` for 80960MC provides an interface by which the user may read and write from memory mapped devices. In both the `SEND_CONTROL` and `RECEIVE_CONTROL` procedures, the device parameter specifies a device address while the data parameter is the single word of data transferred.

### 5.9. OTHER IMPLEMENTATION CHARACTERISTICS

The following information is supplied in addition to that required by Appendix F to MIL-STD-1815A.

#### 5.9.1. Definition of a Main Program

Any Ada library subprogram unit may be designated the main program for purposes of linking (using the `alib` command) provided that the subprogram has no parameters.

Tasks initiated in imported library units follow the same rules for termination as other tasks [described in LRM 9.4 (6-10)]. Specifically, these tasks are not terminated simply because the main program has terminated. Terminate alternatives in selective wait statements in library tasks are therefore strongly recommended.

#### 5.9.2. Implementation of Generic Units

All instantiations of generic units, except the predefined generic `UNCHECKED_CONVERSION` and `UNCHECKED_DEALLOCATION` subprograms, are implemented by code duplications. No attempt at sharing code by multiple instantiations is made in this release of Tartan Ada. (Code sharing will be implemented in a later release.)

Tartan Ada enforces the restriction that the body of a generic unit must be compiled before the unit can be instantiated. It does not impose the restriction that the specification and body of a generic unit must be provided as part of the same compilation. A recompilation of the body of a generic unit will obsolete any units that instantiated this generic unit.

#### 5.9.3. Attributes of Type Duration

The type `DURATION` is defined with the following characteristics:

`DURATION'` DELTA is 0.0001 sec  
`DURATION'` SMALL is 0.000061 sec  
`DURATION'` FIRST is -86400.0 sec  
`DURATION'` LAST is 86400.0 sec

#### 5.9.4. Values of Integer Attributes

Tartan Ada supports the predefined integer type `INTEGER`. The range bounds of the predefined type `INTEGER` are:

```
INTEGER' FIRST is -2**31  
INTEGER' LAST is 2**31-1
```

```
SHORT_INTEGER' FIRST is -2**15  
SHORT_INTEGER' LAST is 2**15-1
```

```
BYTE_INTEGER' FIRST is -128  
BYTE_INTEGER' LAST is 127
```

The range bounds for subtypes declared in package `TEXT_IO` are:

```
COUNT' FIRST is 0  
COUNT' LAST is INTEGER' LAST - 1
```

```
POSITIVE_COUNT' FIRST is 1  
POSITIVE_COUNT' LAST is INTEGER' LAST - 1
```

```
FIELD' FIRST is 0  
FIELD' LAST is 20
```

The range bounds for subtypes declared in packages `DIRECT_IO` are:

```
COUNT' FIRST is 0  
COUNT' LAST is INTEGER' LAST
```

```
POSITIVE_COUNT' FIRST is 1  
POSITIVE_COUNT' LAST is COUNT' LAST
```

### 5.9.5. Values of Floating-Point Attributes

Tartan Ada supports the predefined floating-point types `FLOAT`, `LONG_FLOAT`, and `EXTENDED_FLOAT`.

<u>Attribute</u>	<u>Value for <code>FLOAT</code></u>
<code>DIGITS</code>	6
<code>MANTISSA</code>	21
<code>EMAX</code>	84
<code>EPSILON</code> approximately	$16\#0.1000\_000\#E-4$ $9.536743E-07$
<code>SMALL</code> approximately	$16\#0.8000\_000\#E-21$ $2.58404E-26$
<code>LARGE</code> approximately	$16\#0.FFFF\_F80\#E+21$ $1.93428E+25$
<code>SAFE_EMAX</code>	126
<code>SAFE_SMALL</code> approximately	$16\#0.2000\_000\#E-31$ $5.87747E-39$
<code>SAFE_LARGE</code> approximately	$16\#0.3FFF\_FE0\#E+32$ $8.50706+37$
<code>FIRST</code> approximately	$-16\#0.7FFF\_FFC\#E+32$ $-1.70141E+38$
<code>LAST</code> approximately	$16\#0.7FFF\_FFC\#E+32$ $1.70141E+38$
<code>MACHINE_RADIX</code>	2
<code>MACHINE_MANTISSA</code>	24
<code>MACHINE_EMAX</code>	126
<code>MACHINE_EMIN</code>	-126
<code>MACHINE_ROUNDS</code>	TRUE
<code>MACHINE_OVERFLOW</code>	TRUE

<u>Attribute</u>	<u>Value for LITTLE_ENDIAN</u>
DIGITS	15
MANTISSA	51
EMAX	204
EPSILON approximately	16#0.4000_0000_0000_000#E-12 8.8817841970013E-16
SMALL approximately	16#0.8000_0000_0000_000#E-51 1.9446922743316E-62
LARGE approximately	16#0.FFFF_FFFF_FFFF_E00#E+51 2.5711008708143E+61
SAFE_EMAX	1022
SAFE_SMALL approximately	16#0.2000_0000_0000_000#E-255 1.1125369292536-308
SAFE_LARGE approximately	16#0.3FFF_FFFF_FFFF_F80#E+256 4.4942328371557E+307
FIRST approximately	-16#0.7FFF_FFFF_FFFF_FE#E+256 -8.988465674312E+307
LAST approximately	16#0.7FFF_FFFF_FFFF_FE0#E+256 8.9884656743115E+307
MACHINE_RADIX	2
MACHINE_MANTISSA	51
MACHINE_EMAX	1022
MACHINE_EMIN	-1022
MACHINE_ROUNDS	TRUE
MACHINE_OVERFLOWS	TRUE



<u>Attribute</u>	<u>MACHINE_ATTRIBUTES.FLATT</u>
DIGITS	18
MANTISSA	61
EMAX	244
EPSILON approximately	16#0.1000_0000_0000_0000_0#E-14 8.67361737988403547E-19
SMALL approximately	16#0.8000_0000_0000_0000_0#E-61 1.76868732008334226E-74
LARGE approximately	16#0.FFFF_FFFF_FFFF_FFF8_0#E+61 2.82695530364541493E+73
SAFE_EMAX	16382
SAFE_SMALL approximately	16#0.2000_0000_0000_0000_0#E-4096 1.68105157155604675E-4932
SAFE_LARGE approximately	16#0.3FFF_FFFF_FFFF_FFFF_0#E+4096 2.97432873839307941E+4931
FIRST approximately	-16#0.7FFF_FFFF_FFFF_FFFF_8#E+4096 -5.94865747678615883E+4931
LAST approximately	16#0.7FFF_FFFF_FFFF_FFFF_8#E+4096 5.94865747678615883E+4931
MACHINE_RADIX	2
MACHINE_MANTISSA	63
MACHINE_EMAX	16382
MACHINE_EMIN	-16382
MACHINE_ROUNDS	TRUE
MACHINE_OVERFLOWS	TRUE

## 5.10. SUPPORT FOR PACKAGE MACHINE\_CODE

Package MACHINE\_CODE provides the programmer with an interface through which to request the generation of any instruction that is available on the 80960. The ADA960 implementation of package MACHINE\_CODE is similar to that described in Section 13.8 of the Ada LRM, with several added features.

### 5.10.1. Basic Information

As required by LRM, Section 13.8, a routine which contains machine code inserts may not have any other kind of statement, and may not contain an exception handler. The only allowed declarative item is a use clause. Comments and pragmas are allowed as usual.

### 5.10.2. Instructions

A machine code insert has the form TYPE\_MARK'RECORD\_AGGREGATE, where the type must be one of the records defined in package MACHINE\_CODE. Package MACHINE\_CODE defines four types of records. Each has an opcode and zero to 3 operands. These records are adequate for the expression of all instructions provided by the 80960.

### 5.10.3. Operands

An operand consists of a record aggregate which holds all the information to specify it to the compiler. All operands have an address mode and one or more other pieces of information. The operands correspond exactly to the operands of the instruction being generated.

#### 5.10.3.1. Address Modes

Each operand in a machine code insert must have an *Address\_Mode\_Name*. The address modes provided in package MACHINE\_CODE provide access to all address modes supported by the 80960.

In addition, package MACHINE\_CODE supplies the address modes Symbolic\_Address and Symbolic\_Value which allow the user to refer to Ada objects by specifying Object'ADDRESS as the value for the operand. Any Ada object which has the 'ADDRESS attribute may be used in a symbolic operand. Symbolic\_Address should be used when the operand is a true address (that is, a branch target or the source of an LDA instruction). Symbolic\_Value should be used when the operand is actually a value (that is, one of the source operands of an ADD instruction).

When an Ada object is used as a *source* operand in an instruction (that is, one from which a value is read), the compiler will generate code which fetches the *value* of the Ada object. When an Ada object is used as the destination operand of an instruction, the compiler will generate code which uses the *address* of the Ada object as the destination of the instruction. See section 5.10.9 for further details.

### 5.10.4. Examples

The ADA960 implementation of package MACHINE\_CODE makes it possible to specify both simple machine code inserts such as

```
two_format'(MOV, (Reg_Lit, 5), (Reg, R5))
```

and more complex inserts such as

```
three_format'(MULTI,
  (Symbolic_Value, Array_Var(X, Y, 27)'ADDRESS),
  (Lit, 123456),
  (Symbolic_Address, Parameter_1'ADDRESS))
```

In the first example, the compiler will emit the instruction `mov 5, r5`. In the second example, the compiler will first emit whatever instructions are needed to form the address of `Array_Var(X, Y, 27)`, load the value found at that address into a register, load 123456 into a register, and then emit the MULTI instruction. If `Parameter_1` is not found in a register, the compiler will put the result of the multiplication in a temporary register and then store it to `Parameter_1'ADDRESS`. Note that the destination operand of the MULTI instruc-

tion is given as a `Symbolic_Address`. This holds true for all destination operands. The various error checks specified in the LRM will be performed on all compiler-generated code unless they are suppressed by the programmer (either through pragma `SUPPRESS`, or through command qualifiers).

### 5.10.5. Incorrect Operands

Two modes of operation are supplied for package `MACHINE_CODE`: `Fixup` mode and `No_Fixup` mode. The choice of mode is made with the qualifier `/Fixup_Machine_Code` or its negation `/No_Fixup_Machine_Code`.

In `No_Fixup` mode, the specification of incorrect operands for an instruction is considered to be a fatal error. In this mode, the compiler will not generate any extra instructions to help you to make a machine code insertion. Note that it is still legal to use `'ADDRESS` constructs as long as the object which is used meets the requirements of the instruction.

In `Fixup` mode, if you specify incorrect operands for an instruction, the compiler will do its best to fix up the machine code to provide the desired effect. For example, although it is illegal to use a memory address as the destination of an `ADD` instruction, the compiler will accept it and try to generate correct code. In this case, the compiler will allocate a temporary register to use as the destination of the `ADD`, and then store from that register to the desired location in memory.

The compiler will *always* emit the instruction named in the machine code insert -- even if it was necessary to fix up all of its operands. In extreme cases this can lead to surprising code sequences. Consider, for example, the machine code insert

```
Two_Format' (MOV, (Reg_Ind, G0), (Reg_Ind_Disp, G1, 128))
```

The `MOV` instruction requires two registers, but both operands are memory addresses. The compiler will generate a code sequence like

```
ld      (g0), g12
mov     g12, g13
st      g13, 128(g1)
```

Note that the `MOV` instruction is generated even though a `LD ST` combination would have been sufficient. As a result of always emitting the instruction specified by the programmer, the compiler will never optimize away instructions which it does not understand (such as `SENDSERV`), unless they are unreachable by ordinary control flow.

### 5.10.6. Register Usage

Since the compiler may need to allocate registers as temporary storage in machine code routines, there are some restrictions placed on your register usage. The compiler will automatically free all the registers which would be volatile across a call for your use (that is, `g0..g7`, `g13`, and `g14`). If you reference any other register, the compiler will reserve it for your use until the end of the machine code routine. The compiler will *not* save the register automatically. This means that the first reference to a register which is not volatile across calls should be an instruction which saves its value in a safe place. The value of the register should be restored at the end of the machine code routine. This rule will help ensure correct operation of your machine code insert even if it is inline expanded in another routine.

The compiler may need several registers to generate code for operand fixups in machine code inserts. If you use all the registers, fixups will not be possible. If a fixup is needed, the compiler may require up to three registers to guarantee success. In general, when more registers are available to the compiler it is able to generate better code.

### 5.10.7. Inline Expansion

Routines which contain machine code inserts may be inline expanded into the bodies of other routines. This may happen under programmer control through the use of pragma `INLINE`, or at Optimization Level 3 when the compiler selects that optimization as an appropriate action for the given situation. The compiler will treat the machine code insert as though it was a call; volatile registers will be saved and restored around it, etc.

### 5.10.8. Unsafe Assumptions

There are a variety of assumptions which should *not* be made when writing machine code inserts. Violation of these assumptions may result in the generation of code which does not assemble or which may not function correctly.

- Do not assume that a machine code insert routine has its own set of local registers. This may not be true if the routine is inline expanded into another routine. Explicitly save and restore any registers which are not volatile across calls. If you wish to guarantee that a routine will never be inline expanded, you should use an Ada *separate* body for the routine and make sure that there is no pragma *INLINE* for it.
- Do not attempt to move multiple Ada objects with a single long instruction such as *MOVL* or *STT*. Although the objects may be contiguous under the current circumstances, there is no guarantee that later changes will permit them to remain contiguous. If the objects are parameters, it is virtually certain that they will not be contiguous if the routine is inline expanded into the body of another routine. In the case of locals, globals, and own variables, the compiler does not guarantee that objects which are declared textually "next" to each other will be contiguous in memory. If the source code is changed such that it declares additional objects, this may change the storage allocation such that objects which were previously adjacent are no longer adjacent.
- The compiler *will not* generate call site code for you if you emit a call instruction. You must save and restore any volatile registers which currently have values in them, etc. If the routine you call has out parameters, a large function return result, or an unconstrained result, it is your responsibility to emit the necessary instructions to deal with these constructs as the compiler expects. In other words, when you emit a call, you must follow the linkage conventions of the routine you are calling. For further details on call site code, see Sections 6.4, 6.5 and 6.6.
- Do not assume that the 'ADDRESS on *Symbolic\_Address* or *Symbolic\_Value* operands means that you are getting an ADDRESS to operate on. The Address- or Value-ness of an operand is determined by your choice of *Symbolic\_Address* or *Symbolic\_Value*. This means that to add the *contents* of X to r3, you should write

```
Three_Format' (ADDI, (Symbolic_Value, X'ADDRESS),
                (Reg, R3), (Reg, R3));
```

but to add the *address* of X to r3, you should write

```
Three_Format' (ADDI, (Symbolic_Address, X'ADDRESS),
                (Reg, R3), (Reg, R3));
```

- The compiler will not prevent you from writing register r3 (which is used to hold the address of the current exception handler). This provides you the opportunity to make a custom exception handler. Be aware, however, that there is considerable danger in doing so. Knowledge of the details on the structure of exception handlers will help; see the *Tartan Ada Runtime Implementor's Guide*.

### 5.10.9. Limitations

The current implementation of the compiler is unable to fully support automatic fixup of certain kinds of operands. In particular, the compiler assumes that the size of a data object is the same as the number of bits which is operated on by the instruction chosen in the machine code insert. This means that the insert:

```
Three_Format' (ADDO, (Symbolic_Value, Byte_Variable'ADDRESS),
                (Reg, R0), (Reg, R1))
```

will not generate correct code when *Byte\_Variable* is bound to memory. The compiler will assume that *Byte\_Variable* is 32 bits, when in fact it is only 8, and will emit an *LD* instruction to load the value of *Byte\_Variable* into a register. If, on the other hand, *Byte\_Variable* was bound to a register the insertion will function properly, as no fixup is needed.

The compiler generates incorrect code when the *BAL* and *BALX* instructions are used with symbolic operands which are not of the form *Routine'ADDRESS*. To get the effect of an unconditional branch, use the *B* or *BX* instructions instead.

Note that the use of X'ADDRESS in a machine code insert *does not* guarantee that X will be bound to memory. This is a result of the use of 'ADDRESS to provide a "typeless" method for naming Ada objects in machine code inserts. For example, it is legal to say to (Symbolic\_Value, X'ADDRESS) in an insert even when X is a formal parameter of the machine code routine (and is thus found in a register).

#### 5.10.10. Package MACHINE\_CODE

```
with system;
package Machine_Code is
  -- a 5 bit literal
  type Literal is range 0..31;

  type Mnemonic is
    -- includes everything for variants up to 80960MC. The trailing 'p' avoids
    -- collision with Ada reserved words.
    (LDOB, LDI3, LDOS, LDIS, LD, LDL, LDT, LDQ, -- 0..7
     STOB, STI3, STOS, STIS, ST, STL, STT, STQ, -- 8..15
     MOV, MOVL, MOVT, MOVQ, MOVR, MOVRL, MOVRE, -- 16..22
     LDA, -- 23
     ADDO, ADDI, ADDC, ADDR, ADDR_L, -- 24..28
     SUBO, SUBI, SUBC, SUBR, SUBRL, -- 29..33
     MULO, MULI, EMUL, MULR, MULRL, -- 34..38
     DIVO, DIVI, EDIV, DIVR, DIVRL, -- 39..43
     REMO, REMI, REMR, REMRL, MODI, -- 44..48
     SHLO, SHRO, SHLI, SHRI, SHRDI, ROTATE, -- 49..54
     SCALAR, SCALERL, ROUND, ROUNDRL, -- 55..58
     SQRT, SQRTL, SINR, SINRL, -- 59..62
     COSR, COSRL, TANR, TANRL, -- 63..66
     EXPR, EXPRL, -- 67..68
     LOGBNR, LOGBNRL, LOGR, LOGRL, LOGEPR, LOGEPL, -- 69..74
     ATANR, ATANRL, CLASSR, -- 75..77
     CLASSRL, CPYSR, CPYSRL, -- 78..80
     ANDI, NOTAND, ANDNOT, XORI, ORI, -- 81..85
     NOR, XNOR, NOTI, NOTOR, ORNOT, NAND, -- 86..91
     CMPO, CMPI, CMPL, CMPLR, CMPLR_L, CMPLR_R, -- 92..97
     CONCMPO, CONCMPI, -- 98..99
     CMPINCO, CMPINCI, CMPDECO, CMPDECI, -- 100..103
     CVTRI, CVTRL, CVTZRI, CVTZRL, CVTIR, CVTILR, -- 104..109
     MOVSTR, MOVQSTR, FILL, CMPSTR, -- 110..113
     SCANBYTE, -- 114
     SETBIT, CLRBIT, NOTBIT, CHKBIT, ALTERBIT, -- 115..119
     SCANBIT, SPANBIT, -- 120..121
     EXTRACT, MODIFY, -- 122..123
     B, BX, -- 124..125
     BAL, BALX, -- 126..127
     BE, BNE, BL, BLE, -- 128..131
     BG, BGE, BO, BNO, -- 132..135
     CMPOBE, CMPOBNE, CMPOBL, CMPOBLE, CMPOBG, CMPOBGE, -- 136..141
     CMPIBE, CMPIBNE, CMPIBL, CMPIBLE, CMPIBG, CMPIBGE, -- 142..147
     CMPIBO, CMPIBNO, -- 148
     BBS, BBC, -- 149..150
     FAULTE, FAULTNE, FAULTL, FAULTLE, -- 151..154
     FAULTG, FAULTGE, FAULTO, FAULTNO, -- 155..158
     TESTE, TESTNE, TESTL, TESTLE, -- 159..162
     TESTG, TESTGE, TESTO, TESTNO, -- 163..166
     MODAC, FLUSHREG, SYNCF, -- 167..169
     CALL, CALLX, CALLS, RET, -- 170..173
    -- the compiler does not understand the following instructions
    -- and will not attempt to modify them.
     ATADD, ATMOD, -- 174..175
     CONDREC, CONDWAIT, DADDC, -- 176..178
     DMOVT, DSUBC, FMARK, -- 179..181
     INSPACC, LDPHY, LDTIME, -- 182..184
     MARK, MODPC, MODTC, -- 185..187
     RECEIVE, RESUMPRCS, SAVEPRCS, -- 188..190
```

```

-- It has been coordinated with Coder's notion of what makes an Operand
case AM is
  when Lit =>
    K: Integer;
  when Abs_Addr =>
    Addr: System.Address;
  when Reg =>
    R_Reg: General_Purpose_Register;
  when Reg_Lit =>
    Rl_Lit: Literal;
  when Reg_Ind =>
    Ri_Reg: General_Purpose_Register;

    -- For any instruction in which an Addressing_Mode is used which has
    -- an Offset, the compiler will select either MEMA or MEMB format
    -- for the instruction based on the size of the Offset.
  when Reg_Ind_Offset =>
    Rid_Reg: General_Purpose_Register;
    Rid_Offset: Integer;
  when Index_Offset =>
    Id_Index: General_Purpose_Register;
    Id_Scale: Integer;          -- Must be 1, 2, 4, 8, or 16
    Id_Offset: Integer;
  when Reg_Ind_Index =>
    Rii_Reg: General_Purpose_Register;
    Rii_Index: General_Purpose_Register;
    Rii_Scale: Integer;        -- Must be 1, 2, 4, 8, or 16
  when Reg_Ind_Index_Offset =>
    Riid_Reg: General_Purpose_Register;
    Riid_Index: General_Purpose_Register;
    Riid_Scale: Integer;       -- Must be 1, 2, 4, 8, or 16
    Riid_Offset: Integer;
  when Fp_Reg =>
    Fr_Reg: Floating_Point_Register;
  when Flt_Lit =>
    Fl_Lit: Floating_Point_Literal;
  when Label =>
    L_Addr: System.Address;    -- Should be the 'ADDRESS of an Ada label
  when Symbolic_Address =>
    S_Addr: System.Address;
  when Symbolic_Value =>
    S_Value: System.Address;
  end case;
end record;

type Zero_Format is
  Record
    Operation: Mnemonic;
  end Record;

type One_Format is
  Record
    Operation: Mnemonic;
    Operand_1: Operand;
  end Record;

type Two_Format is
  Record
    Operation: Mnemonic;
    Operand_1: Operand;
    Operand_2: Operand;
  end Record;

type Three_Format is
  Record
    Operation: Mnemonic;

```

```
Operand_1: Operand;  
Operand_2: Operand;  
Operand_3: Operand;  
end Record;
```

```
end Machine_Code;
```

## APPENDIX C

## TEST PARAMETERS

Certain tests in the ACVC make use of implementation-dependent values, such as the maximum length of an input line and invalid file names. A test that makes use of such values is identified by the extension .TST in its file name. Actual values to be substituted are represented by names that begin with a dollar sign. A value must be substituted for each of these names before the test is run. The values used for this validation are given below. The use of the '\*' operator signifies a multiplication of the following character, and the use of the '&' character signifies concatenation of the preceeding and following strings. The values within single or double quotation marks are to highlight character or string values:

Name and Meaning	Value
\$ACC_SIZE An integer literal whose value is the number of bits sufficient to hold any value of an access type.	32
\$BIG_ID1 An identifier the size of the maximum input line length which is identical to \$BIG_ID2 except for the last character.	239 * 'A' & '1'
\$BIG_ID2 An identifier the size of the maximum input line length which is identical to \$BIG_ID1 except for the last character.	239 * 'A' & '2'
\$BIG_ID3 An identifier the size of the maximum input line length which is identical to \$BIG_ID4 except for a character near the middle.	120 * 'A' & '3' & 119 * 'A'



# TEST PARAMETERS

Name and Meaning	Value
<b>\$BIG_ID4</b> An identifier the size of the maximum input line length which is identical to \$BIG_ID3 except for a character near the middle.	120 * 'A' & '4' & 119 * 'A'
<b>\$BIG_INT_LIT</b> An integer literal of value 298 with enough leading zeroes so that it is the size of the maximum line length.	237 * '0' & "298"
<b>\$BIG_REAL_LIT</b> A universal real literal of value 690.0 with enough leading zeroes to be the size of the maximum line length.	235 * '0' & "690.0"
<b>\$BIG_STRING1</b> A string literal which when catenated with BIG_STRING2 yields the image of BIG_ID1.	'"' & 120 * 'A' & '"'
<b>\$BIG_STRING2</b> A string literal which when catenated to the end of BIG_STRING1 yields the image of BIG_ID1.	'"' & 119 * 'A' & '1' & '"'
<b>\$BLANKS</b> A sequence of blanks twenty characters less than the size of the maximum line length.	220 * ' '
<b>\$COUNT_LAST</b> A universal integer literal whose value is TEXT_IO.COUNT'LAST.	2_147_483_646
<b>\$DEFAULT_MEM_SIZE</b> An integer literal whose value is SYSTEM.MEMORY_SIZE.	4_194_304
<b>\$DEFAULT_STOR_UNIT</b> An integer literal whose value is SYSTEM.STORAGE_UNIT.	8

## TEST PARAMETERS

Name and Meaning	Value
\$DEFAULT_SYS_NAME The value of the constant SYSTEM.SYSTEM_NAME.	I960MC
\$DELTA_DOC A real literal whose value is SYSTEM.FINE_DELTA.	2#1.0#E-31
\$FIELD_LAST A universal integer literal whose value is TEXT_IO.FIELD'LAST.	20
\$FIXED_NAME The name of a predefined fixed-point type other than DURATION.	NO_SUCH_FIXED_TYPE
\$FLOAT_NAME The name of a predefined floating-point type other than FLOAT, SHORT_FLOAT, or LONG_FLOAT.	EXTENDED_FLOAT
\$GREATER_THAN_DURATION A universal real literal that lies between DURATION'BASE'LAST and DURATION'LAST or any value in the range of DURATION.	100_000.0
\$GREATER_THAN_DURATION_BASE_LAST A universal real literal that is greater than DURATION'BASE'LAST.	100_000_000.0
\$HIGH_PRIORITY An integer literal whose value is the upper bound of the range for the subtype SYSTEM.PRIORITY.	16
\$ILLEGAL_EXTERNAL_FILE_NAME1 An external file name which contains invalid characters.	BAD_FILENAME_1*
\$ILLEGAL_EXTERNAL_FILE_NAME2 An external file name which is too long.	BAD_FILENAME_2*

## TEST PARAMETERS

Name and Meaning	Value
<code>\$INTEGER_FIRST</code> A universal integer literal whose value is <code>INTEGER'FIRST</code> .	-2147483648
<code>\$INTEGER_LAST</code> A universal integer literal whose value is <code>INTEGER'LAST</code> .	2147483647
<code>\$INTEGER_LAST_PLUS_1</code> A universal integer literal whose value is <code>INTEGER'LAST + 1</code> .	2_147_483_548
<code>\$LESS_THAN_DURATION</code> A universal real literal that lies between <code>DURATION'BASE'FIRST</code> and <code>DURATION'FIRST</code> or any value in the range of <code>DURATION</code> .	-100_000.0
<code>\$LESS_THAN_DURATION_BASE_FIRST</code> A universal real literal that is less than <code>DURATION'BASE'FIRST</code> .	-100_000_000.0
<code>\$LOW_PRIORITY</code> An integer literal whose value is the lower bound of the range for the subtype <code>SYSTEM.PRIORITY</code> .	1
<code>\$MANTISSA_DOC</code> An integer literal whose value is <code>SYSTEM.MAX_MANTISSA</code> .	31
<code>\$MAX_DIGITS</code> Maximum digits supported for floating-point types.	18
<code>\$MAX_IN_LEN</code> Maximum input line length permitted by the implementation.	240
<code>\$MAX_INT</code> A universal integer literal whose value is <code>SYSTEM.MAX_INT</code> .	2147483647
<code>\$MAX_INT_PLUS_1</code> A universal integer literal whose value is <code>SYSTEM.MAX_INT+1</code> .	2_147_483_648

# TEST PARAMETERS

Name and Meaning	Value
<p>\$MAX_LEN_INT_BASED_LITERAL</p> <p>A universal integer based literal whose value is 2#11# with enough leading zeroes in the mantissa to be MAX_IN_LEN long.</p>	"2:" & 235 * '0' & "11:"
<p>\$MAX_LEN_REAL_BASED_LITERAL</p> <p>A universal real based literal whose value is 16:F.E: with enough leading zeroes in the mantissa to be MAX_IN_LEN long.</p>	"16:" & 233 * '0' & "F.E:"
<p>\$MAX_STRING_LITERAL</p> <p>A string literal of size MAX_IN_LEN, including the quote characters.</p>	' ' & 238 * 'A' & ' '
<p>\$MIN_INT</p> <p>A universal integer literal whose value is SYSTEM.MIN_INT.</p>	-2147483648
<p>\$MIN_TASK_SIZE</p> <p>An integer literal whose value is the number of bits required to hold a task object which has no entries, no declarations, and "NULL;" as the only statement in its body.</p>	32
<p>\$NAME</p> <p>A name of a predefined numeric type other than FLOAT, INTEGER, SHORT_FLOAT, SHORT_INTEGER, LONG_FLOAT, or LONG_INTEGER.</p>	BYTE_INTEGER
<p>\$NAME_LIST</p> <p>A list of enumeration literals in the type SYSTEM.NAME, separated by commas.</p>	I960KA, I960KB, I960MC
<p>\$NEG_BASED_INT</p> <p>A based integer literal whose highest order nonzero bit falls in the sign bit position of the representation for SYSTEM.MAX_INT.</p>	8#777777777776#

## TEST PARAMETERS

Name and Meaning	Value
<p><code>\$NEW_MEM_SIZE</code> An integer literal whose value is a permitted argument for pragma MEMORY_SIZE, other than <code>\$DEFAULT_MEM_SIZE</code>. If there is no other value, then use <code>\$DEFAULT_MEM_SIZE</code>.</p>	4_194_304
<p><code>\$NEW_STOR_UNIT</code> An integer literal whose value is a permitted argument for pragma STORAGE_UNIT, other than <code>\$DEFAULT_STOR_UNIT</code>. If there is no other permitted value, then use value of <code>SYSTEM.STORAGE_UNIT</code>.</p>	8
<p><code>\$NEW_SYS_NAME</code> A value of the type <code>SYSTEM.NAME</code>, other than <code>\$DEFAULT_SYS_NAME</code>. If there is only one value of that type, then use that value.</p>	I960KA
<p><code>\$TASK_SIZE</code> An integer literal whose value is the number of bits required to hold a task object which has a single entry with one 'IN OUT' parameter.</p>	96
<p><code>\$TICK</code> A real literal whose value is <code>SYSTEM.TICK</code>.</p>	0.015625

## APPENDIX D

## WITHDRAWN TESTS

Some tests are withdrawn from the ACVC because they do not conform to the Ada Standard. The following 44 tests had been withdrawn at the time of validation testing for the reasons indicated. A reference of the form AI-ddddd is to an Ada Commentary.

- a. E28005C This test expects that the string "-- TOP OF PAGE. -- 63" of line 204 will appear at the top of the listing page due to a pragma PAGE in line 203; but line 203 contains text that follows the pragma, and it is this that must appear at the top of the page.
- b. A39005G This test unreasonably expects a component clause to pack an array component into a minimum size (line 30).
- c. B97102E This test contains an unintended illegality: a select statement contains a null statement at the place of a selective wait alternative (line 31).
- d. C97116A This test contains race conditions, and it assumes that guards are evaluated indivisibly. A conforming implementation may use interleaved execution in such a way that the evaluation of the guards at lines 50 & 54 and the execution of task CHANGING-OF-THE-GUARD results in a call to REPORT.FAILED at one of lines 52 or 56.
- e. BC3009B This test wrongly expects that circular instantiations will be detected in several compilation units even though none of the units is illegal with respect to the units it depends on; by AI-00256, the illegality need not be detected until execution is attempted (line 95).
- f. CD2A62D This test wrongly requires that an array object's size be no greater than 10 although its subtype's size was specified to be 40 (line 137).
- g. CD2A63A..D, CD2A66A..D, CD2A73A..D, CD2A76A..D [16 tests] These tests wrongly attempt to check the size of objects of a derived type (for which a 'SIZE length clause is given) by passing them to a derived subprogram (which implicitly converts them to the parent type (Ada standard 3.4:14)). Additionally, they use the 'SIZE length clause and attribute, whose interpretation is considered problematic by the WG9 ARG.

# WITHDRAWN TESTS

- h. CD2A81G, CD2A83G, CD2A84M & M, & CD50110 [5 tests] These tests assume that dependent tasks will terminate while the main program executes a loop that simply tests for task termination; this is not the case, and the main program may loop indefinitely (lines 74, 85, 86 & 96, 86 & 96, and 58, resp.).
- i. CD2B15C & CD7205C These tests expect that a 'STORAGE\_SIZE length clause provides precise control over the number of designated objects in a collection; the Ada standard 13.2:15 allows that such control must not be expected.
- j. CD2D11B This test gives a SMALL representation clause for a derived fixed-point type (at line 30) that defines a set of model numbers that are not necessarily represented in the parent type; by Commentary AI-00099, all model numbers of a derived fixed-point type must be representable values of the parent type.
- k. CD5007B This test wrongly expects an implicitly declared subprogram to be at the the address that is specified for an unrelated subprogram (line 303).
- l. ED7004B, ED7005C & D, ED7006C & D [5 tests] These tests check various aspects of the use of the three SYSTEM pragmas; the AVO withdraws these tests as being inappropriate for validation.
- m. CD7105A This test requires that successive calls to CALENDAR.-CLOCK change by at least SYSTEM.TICK; however, by Commentary AI-00201, it is only the expected frequency of change that must be at least SYSTEM.TICK--particular instances of change may be less (line 29).
- n. CD7203B, & CD7204B These tests use the 'SIZE length clause and attribute, whose interpretation is considered problematic by the WG9 ARG.
- o. CD7205D This test checks an invalid test objective: it treats the specification of storage to be reserved for a task's activation as though it were like the specification of storage for a collection.
- p. CE2107I This test requires that objects of two similar scalar types be distinguished when read from a file--DATA\_ERROR is expected to be raised by an attempt to read one object as of the other type. However, it is not clear exactly how the Ada standard 14.2.4:4 is to be interpreted; thus, this test objective is not considered valid. (line 90)

## WITHDRAWN TESTS

- q. CE3111C This test requires certain behavior, when two files are associated with the same external file, that is not required by the Ada standard.
- r. CE3301A This test contains several calls to `END_OF_LINE` & `END_OF_PAGE` that have no parameter: these calls were intended to specify a file, not to refer to `STANDARD_INPUT` (lines 103, 107, 118, 132, & 136).
- s. CE3411B This test requires that a text file's column number be set to `COUNT'LAST` in order to check that `LAYOUT_ERROR` is raised by a subsequent `PUT` operation. But the former operation will generally raise an exception due to a lack of available disk space, and the test would thus encumber validation testing.



APPENDIX E  
COMPILER AND LINKER OPTIONS

# Chapter 3

## Compiling Ada Programs

The `tada` command is used to compile and assemble Ada compilation units.

### 3.1. THE `tada` COMMAND FORMAT

The `tada` command has this format:

```
tada [option...] file... [option...]
```

Arguments that start with a hyphen are interpreted as options; otherwise, they represent filenames. There must be at least one filename, but there need not be any options. Options and filenames may appear in any order, and all options apply to all filenames.

For an explanation of the available options, see Section 3.2.

If a source file does not reside in the directory in which the compilation takes place, *file* must include a path sufficient to locate the file. It is recommended that only one compilation unit be placed in a file.

Files are processed in the order in which they appear on the command line. The compiler sequentially processes all compilation units in each file. Upon successful compilation of a unit:

- the Ada program library `ada.db` is updated to reflect the new compilation time and any new dependencies
- one or more separate compilation files and/or object files are generated

If no errors are detected in a compilation unit, `tada` produces an object module and updates the library. If any error is detected, no object code file is produced, a source listing is produced, and no library entry is made for that compilation unit. If warnings are generated, both an object code file and a source listing are produced. For further details about the process of updating the library, files generated, replacement of existing files, and possible error conditions, see Sections 3.3 through 3.6.

The output from `tada` is a file with type `.o` containing object code. Some other files are left in the directory as well. They include a file having an extension of `.s`, containing the compiled code as it is input to the assembler and a file having the extension `.di`, which is a representation of a compilation unit specification. A list of the extensions for other files that are left on the directory is given in Section 3.4.

### 3.2. OPTIONS

Command line options indicate special actions to be performed by the compiler or special output file properties.

The following command line options may be used:

- |    |  |
|----|--|
| -a | Retain the assembly code file. The assembly code file has an extension <code>.s</code> or <code>.ss</code> (see Section 3.4).  |
| -i | Cause compiler to omit data segments with the text of enumeration literals. This text is normally produced for exported enumeration types in order to support the <code>'IMAGE</code> attribute. You should use <code>-i</code> only when you can guarantee that no unit that will import the enumeration type will use <code>'IMAGE</code> . However, if you are compiling a unit with an enumeration type that is not visible to other compilation units, this option is not needed. The compiler can recognize when <code>'IMAGE</code> is not used and will not generate the supporting strings. |

- La Generate a listing, even if no errors were found. The default is to generate a listing only if an error is found.
- Ln Never generate a listing. The default is to generate a listing only if an error is found.
- Op*n* Control the level of optimization performed by the compiler, requested by *n*. The optimization levels available are:

- n* = 0 **Minimum** - Performs context determination, constant folding, algebraic manipulation, and short circuit analysis.
- n* = 1 **Low** - Performs level 0 optimizations plus common subexpression elimination and equivalence propagation within basic blocks. It also optimizes evaluation order.
- n* = 2 **Space** - *This is the default if none is supplied.* Performs level 1 optimizations plus flow analysis which is used for common subexpression elimination and equivalence propagation across basic blocks. It also performs invariant expression hoisting, dead code elimination, and assignment killing. Level 2 also performs lifetime analysis which is used to improve register allocation. It also performs inline expansion of subprogram calls indicated by Pragma **INLINE** which appears in the same compilation unit.
- n* = 3 **Time** - Performs level 2 optimizations plus inline expansion of subprogram calls which the optimizer decides are profitable to expand (from an execution time perspective). Other optimizations which improve execution time at a cost to image size are performed only at this level.

- v Print out compiler phase names. The compiler prints out a short description of each compilation phase in progress.

- q Do not print out compiler phase names.

- S[ACDEILORSZ]

Suppress the given set of checks:

- |   |                      |
|---|----------------------|
| A | ACCESS_CHECK         |
| C | CONSTRAINT_CHECK     |
| D | DISCRIMINANT_CHECK   |
| E | ELABORATION_CHECK    |
| I | INDEX_CHECK          |
| L | LENGTH_CHECK         |
| O | OVERFLOW_CHECK       |
| R | RANGE_CHECK          |
| S | STORAGE_CHECK        |
| Z | "ZERO"DIVISION_CHECK |

The -S option has the same effect as a global pragma **SUPPRESS** applied to the source file. If the source program also contains a pragma **SUPPRESS**, then a given check is suppressed if either the pragma or the switch specifies it; that is, the effect of a pragma **SUPPRESS** cannot be negated with the command line option. See LRM 11.7 for further details. Examples are:

- SOZ Suppress OVERFLOW\_CHECK and "ZERO"DIVISION\_CHECK.
- S Suppress all checks.
- SC Suppress CONSTRAINT\_ERROR, equivalent to -SADILR.

- x           Cause the compiler to generate a cross reference file containing entries of the form  
             *Ada-name=>linkname at line*  
             This option will allow users to find the linkname generated for the given *Ada-name*, and  
             use linkname to set breakpoints in debuggers. The file will have the extension *.xrf*  
             (See Section 3.5).
- 000000000   when package MACHINE\_CODE is used, possibly generate extra instructions to fix  
             incorrect addressing modes in the machine code insertion by altering operand address  
             modes when those address modes are used incorrectly.
- 000000200   when package MACHINE\_CODE is used, the specification of incorrect operands for an  
             instruction is considered to be an error; no code is generated and a listing is produced.
- 000000070   Generate all short calls in the compiled code. Inappropriate use of this switch will cause  
             a failure at link time.
- 000000080   Generate short calls within application code and long calls from applications to runtime  
             routines. This option is the default.
- 000000090   Generate all long calls in the compiled code.

In addition, the output from the compiler may be redirected using the redirection facility including '&' for *stderr*; for example

```
% tada tax_spec.ada >& tax_spec.txt
```

## Chapter 4

# The Ada Program Library

The Sun Ada960MC Program Librarian, `alib`, implements the Ada Language requirement for separate compilation and dependency control. The program library directory holds all necessary compilation units, including packages that are part of the application under development and any standard packages such as those for I/O.

It also holds a *library administration file* which is a single database file, `ada.db`, that records the dependencies among these units and their compilation history. The program library in effect during a compilation may be specified explicitly by connecting to the directory containing the library administration file name.

The term *Ada program librarian* refers to executable code that manipulates the library; that is, subcommands of the library command `alib` that are discussed in this chapter.

A compilation unit in a library (library unit or secondary unit) is identified by its *Ada-name*, which is either a simple name (an identifier) or the simple name of a subunit and the name of its ancestor. More information about Ada compilation units and program libraries is given in Chapter 10 of the Ada Language Reference Manual. The library administration file does not contain the text of compilation units; it contains only references to files that contain the compilation units in their source and compiled forms.

### 4.1. THE `alib` COMMAND

The `alib` command invokes the Ada Program Librarian to perform the following operations:

- Create an Ada program library
- Delete unit(s) from an Ada library or delete the entire library
- Check the closure of a library unit
- Describe the status of a library unit by generating a dependency graph
- Insert a non-Ada object into the library as the body of a package.
- Link an executable image.

The format of the `alib` command is

```
alib subcommand [option...] [argument...] [option...]
```

Each operation is requested through a subcommand. All `alib` subcommands except `mklib` assume that the user's Ada library exists in the current directory. The following sections discuss the subcommands and their appropriate options and arguments.

The output from the library command may be redirected using the redirection facility including `&` for `stderr`; for example

```
% alib closure stack_package >& stack_package.txt
```

### 4.2. THE `mklib` SUBCOMMAND

The `mklib` command creates an initialized Ada library database file, `ada.db`, and places it in a directory that has been created to hold the library database file and files required by the library, i.e., separate compilation and all compiler-generated files. Standard system and Ada I/O packages are placed in the library directory and references to them are recorded in `ada.db`.

The format of the `mklib` command is

```
alib mklib [directory]
```

#### 4.8. THE link SUBCOMMAND

The link command checks that the unit within the library specified by the user has the legal form for a main unit, checks that all its dependencies are consistent, finds all required object files, and links the main program with its full closure (See Section 4.5) producing an executable image. The format of the link command is

```
alib link [option...] Ada-name [option...]
```

where the *Ada-name* specifies the unit in the library to be made the main program.

The following options may be used:

- t      Provide a trace of the load command indicating what files are being loaded
- K      Create a shell script file that may be redirected to sh to cause the Ada program to be linked. The user assumes full responsibility for the consistency of the program when this script is run instead of using the alib link command.
- M      Provide a load map
- o *filename*  
      Name the final output file from the loader *filename*